

**3D Vision**

# **3D Vision-PAGP**

## **User's Manual**



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## FCC & DOC Compliance

### Federal Communications Commission Statement

This device complies with FCC Rules Part 15. Operation is subject to the following two conditions:

- This device may not cause harmful interference, and
- This device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the manufacturer's instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna
- Increase the separation between the equipment and the receiver.
- Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio

**Warning!! The use of shielded cables for the connection of the monitor to the graphics card is required to assure compliance with FCC regulations. Changes or modifications to this unit nor expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.'**

### Canadian Department of Communications Statement

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

### Version 1.1

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# 3D Vision-PAGP Package & Product Information

This manual contains all the information you'll need to use the 3D Vision card. Please take a moment to familiarize yourself with the design and organization of the manual.

## Manual Features

This manual also uses some icons to call your attention to important information. The icons appear in the sidebar and represent the following.

-  Important Information
-  A recommendation or good idea
-  A warning or bad idea
-  Danger warning

## Package Contents

The 3D Vision-PAGP card package contains the following items. Please inspect the package contents and confirm that everything is there. If anything is missing or damaged, call your vendor for instructions before proceeding.

The package includes:

- One 3D Vision-PAGP Card
- One CD Title for DIY Guide, Auto installation, Driver Files & Direct X5
- User's Manual

## Overview

3D Vision-PAGP is a high performance AGP graphics card, it integrated PERMEDIA 2 Chipset and it balances high quality 3D polygon and textured graphics acceleration, window acceleration and state-of-the-art MPEG1/MPEG2 playback with a fast integrated SVGA core, RAMDAC and video ports. 3D Vision-PAGP designed especially for professional 3D applications and 4MB/8MB SGRAM for 64-bit Synchronous Memory Interface.

## Permedia2 Key Features

- Full support for Intel's Accelerated Graphics Port(AGP)
- √ 66 MHz operation
- √ DMA and Execute mode support
- √ Sideband addressing
- Enhanced 3D graphics features and performance(at 83MHz)
- √ 83M Perspective correct, bilinear filtered, texture mapped pixels/sec
- √ 42M perspective correct ,bilinear filtered, texture mapped, depth buffered pixels/sec
- √ 800K texture mapped polygons/sec
- √ True-color 3D graphics
- √ Polygon based with Z buffer
- √ Texture decompression
- √ Full scene anti-aliasing
- Enhanced GUI acceleration
- √ Ultra-fast BLT engine and 2D rasterizer

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- √ Stretch BLTs, monochrome/color expansion and logic ops
- √ 8, 16, 24 and 32-bit packed framestore
- MPEG2 compatible Video playback acceleration
- √ YUV 4:4:4, YUV 4:2:2 and YUV 4:2:0(native MPEG2 format)
- √ Unlimited multiple playback windows (occluded)
- √ Independent XY scaling and mirroring
- Integrated geometry pipeline setup processor
- Integrated true-color 230MHz RAMDAC
- √ DPMS, DDC1 and DDC2AB+
- √ Clock synthesizer and Hardware cursor
- √ 320x200 to 1600x1200 Screen Resolutions
- Multi-mode video streams
- √ Simultaneous input and output video
- √ Optional scaling and filtering
- √ Optional color space conversion and gamma correction
- Fast on-chip SVGA

## **4MB SGRAM on board / 8MB SGRAM (optional)**

- √ 64-bit Synchronous Memory Interface
- √ four 256Kx32 parts for every bank of memory
- √ 83 MHz operation and above
- √ High speed block fill and masked writes
- √ Single cycle burst reads

## **Online Manual Format**

If the support disk for your AGP Card is a CD-ROM disc, a copy of the printer manual stored on the disc in Adobe Acrobat format. If so, it requires Adobe Acrobat Reader version 3.0 or later to view it. Acrobat Reader for Microsoft Windows95 may also be supplied on the Support Disk. If not, you can obtain a free copy of the Reader software from the Adobe web site which is currently at [www.adobe.com](http://www.adobe.com) as well as other locations.

If you have the online manual, you may want to install Acrobat Reader on your system hard disk. You can copy the manual over as well so that the manual is readily available without having to hunt up the Support Disk when you want to view it.

If you are unfamiliar with Acrobat Reader, please take a moment to view the Reader Online Guide which is available under the Help menu when you run Reader.

## Resolution and frequency

SGRAM	Colors	Resolution	Refresh Rate
4M	256	640x480	Adapter default,Optimal 60,70, 75
		800x600 1024x768 1280x1024	Adapter default, Optimal 60,70, 75, 85
		1152x870 1600x1200	Adapter default, Optimal
	16bits	640x480	Adapter default,Optimal 60, 70, 75
		800x600 1024x768	Adapter default, Optimal 60, 70, 75, 85
		1152x870	Adapter default, Optimal
8M	256	640x480	Adapter default,Optimal 60,70, 75
		800x600 1024x768 1280x1024	Adapter default, Optimal 60,70, 75, 85
		1152x870 1600x1200	Adapter default, Optimal
	16bits	640x480 800x600 1152x870 1600x1200	Adapter default,Optimal
		1024x768 1280x1024	Adapter default,Optimal 60, 70, 75, 85

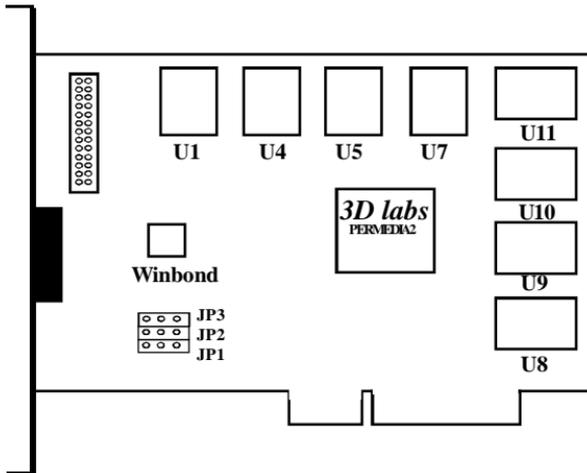
**Note:** The selectable refresh rate items show up according to the monitor type. If the monitor is not a DDC(Display Data Channel) compatible one, the items only show "Optimal" and "Adapter default".

For example, (Under 1024 x 768 x 16bit mode)

1. The monitor support 60,75,85 Hz for this mode, the items show "60", "75", "85".
2. The monitor is not a DDC compatible one, the items show "Optimal", "Adapter default".

## Layout

The illustration as the followings shows the connectors, chipset and header of the card.



Jumper	Jumper setting
JP1	1-2 Base Class set to 0
	2-3 Base Class set to 3
JP2	1-2 Enabled (VGA)
	2-3 Disabled (VGA)
JP3	1-2 Enabled (VGA fixed Addressing)
	2-3 Disabled (VGA fixed Addressing)

**Note:** When you get this 3D Vision-PAGP card, you don't have to do any jumper setting, it is in optimized status. The above table just for your reference.

# Installing the Card

## Before The Basic Procedure

To install a VGA Card on the mainboard you need to notice the following items.

- ☺ Unplug after switch off power.
- ☹ Make sure your hands dry
- ☺ Do not touch other parts inside computer when using "Screw driver"
- ☺ Hold insulated part when you take the interface card
- ☺ Circuit Short is caused by user's rashness when leaving screws inside computers.

## The Basic procedure of the installation

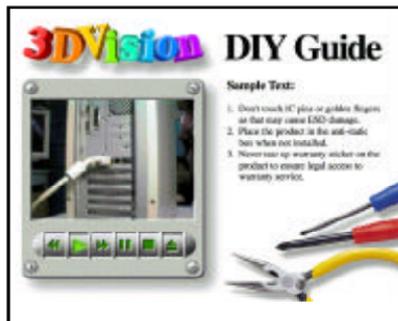
In supported CD, we have a video that teach you how to operate the card, the steps as it follows,

1. Power off the computer and monitor. Disconnect the monitor cable form the back of your computer and remove the computer cover with screw driver.
2. If there is an existing graphcis card, unscrew it from chassis and rock it gently from end to end then pull it straight up to remove it.

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3. Align your card with an empty expansion AGP slot, and grasp the card by the top edge and carefully seat it firmly into the selected expansion slot.
4. Replace the screw to fasten the card in place. Replace the computer cover.
5. Plug the monitor back into your card. Make sure your monitor cable is securely fastened then turn on the computer and monitor.

The screen for example as it follows.



## Using your card

The Standard Computer System Requirements

1. Mainboard with AGP Slot
2. At least 16Mbytes EDO/SDRAM
3. Using the Windows 95, or NT
4. DirectX 3 or above (DirectX 5 suggested)
5. CD-ROM
6. Speaker or Earphone (Unnecessary)
7. Sound Card (Unnecessary)

Appendix is for your reference.

## Software Setup

When you insert supported CD, it will autorun the screen, 3D Vision installation as it follows, it includes DIY Guide, User's manual, Windows95, Direct X and Browser.





Besides, we also supply Windows NT installation guide. You can follow the following procedure.

## **Software Setup**

Before installing the 3D Vision Card onto your computer, make sure that the card is properly connected.

### **MS Windows 95 Installation**

1. Start the installation program "instal.exe" on the CD
2. Click on the button "Windows 95 Display Driver"
3. Follow the steps on the screen

#### **Note:**

It only supports Win95, not for Win98 ( Memphis), and we have three setup.exe, one is under \win95\WHQL, another is under \win95, the other is located \win95\Performance. If you run auto-installation, it will run the default "setup.exe" in \win95.

## **MS Windows NT Installation Procedure:**

1. Run the Windows NT display Setup program located in the Control Panel, Select Display Icon. Double click it. To bring up Display Property page. Select "Settings" Tab on the Display Property page.
2. Click "Display Type..." button from the Display Settings options.
3. Select "Change..." button from the Display Type options.
4. Select "Have Disk..." button from the Select Device options.
5. Windows NT will prompt you for the correct path where the driver is loaded.
6. Choose "3D Vision.inf" from the list of drivers.
7. Then follow the procedures provide by Windows NT to complete installation.
8. Restart Windows NT. Windows NT will start up with default mode using the PAGP drivers.

## **Appendix A :**

### **[ Procedure of Installing AGP VGA card ]**

Before installing AGP VGA driver, you need to setup the Windows 95 environment with installing the following items :

- OSR2.1
- USB supplemental driver
- Direct X5 driver

### **HOW TO INSTALL THIS PRODUCT**

In order to install Universal Serial Bus support on a PC, Windows 95 version OSR2.0 must be running and you have to download the file "USBSUPP.EXE" from Microsoft web site.

To install this product:

(If you downloaded the file from Microsoft Web site and put file disk in driver A already, you can do the following steps.)

1. Start Windows Explorer.
2. Click on the A: drive(disk to display the contents of the floppy disk.
3. Double click on USBSUPP.EXE

### **HOW TO UNINSTALL THIS PRODUCT**

1) Once you have installed the USB Supplement, it can be uninstalled from Control Panel, Add/Remove components. If for any reason you wish to reinstall the USB supplement, you must first uninstall any version currently on your system.



## **GENERAL INFOM**

For the latest information on Supportability and Troubleshooting the USB Supplement, check out <http://WWW.MICROSOFT.COM/KB> for access to our online Knowledge Base.

For USB device specific issues, contact your OEM or Vendor of the device.

These products are manufactured independent of Microsoft Corp.